PERSONNEL RULES AND REGULATIONS OF WORCESTER COUNTY SHALL BE PERFORMED BY THE SHERIFF IN THE CASE OF ALL EMPLOYEES OF THE SHERIFF'S OFFICE.

- (5) THE SHERIFF MAY ADOPT SHERIFF'S OFFICE MANUALS, ADDITIONAL RULES OF CONDUCT, DRESS, AND DECORUM, AND OTHER PROCEDURES THAT SHALL APPLY TO ALL EMPLOYEES AND SHALL BE CONDITIONS OF EMPLOYMENT WITH THE SHERIFF'S OFFICE.
- (6) AN EMPLOYEE OF THE SHERIFF'S OFFICE OTHER THAN THE CHIEF DEPUTY SHERIFF OR A PROBATIONARY EMPLOYEE MAY BE DISCIPLINED OR TERMINATED FOR CAUSE ONLY IN ACCORDANCE WITH THE PROVISIONS OF THIS SUBSECTION, THE REGULATIONS REFERRED TO IN THIS SUBSECTION, OR THE LAW ENFORCEMENT OFFICERS' BILL OF RIGHTS.
- (7) When a new Sheriff takes office, or at the beginning of a new term of office of a Sheriff, all deputies other than the chief deputy and all other employees in good standing shall remain in their positions and shall be considered reappointed or redeputized, subject to the provisions of this subsection and to the extent required. A Sheriff may not refuse to reappoint and redeputize a deputy sheriff without cause.
- (8) AT THE REQUEST OF THE SHERIFF, THE COUNTY COMMISSIONERS MAY PROVIDE IN-KIND SUPPORT TO THE SHERIFF RELATING TO PERSONNEL MATTERS.
- (9) THE SHERIFF SHALL HAVE COMPLETE CONTROL OVER THE EMPLOYEES OF THE SHERIFF'S OFFICE, SUBJECT ONLY TO THE PROVISIONS OF THIS SUBSECTION AND THE REASONABLE APPLICATION OF THE PERSONNEL RULES AND REGULATIONS OF WORCESTER COUNTY AND THE PROTECTIONS AND BENEFITS THOSE POLICIES PROVIDE.

SECTION 2. AND BE IT FURTHER ENACTED, That, pursuant to Article III, § 35 of the Maryland Constitution, this Act may not be construed to extend or apply to the salary or compensation of the Sheriff of Worcester County in office on the effective date of this Act, but the provisions of this Act concerning the salary or compensation of the Sheriff of Worcester County shall take effect at the beginning of the next following term of office.

SECTION 3. AND BE IT FURTHER ENACTED, That this Act shall take effect October 1, 2007.